FREE FREE

THE FINAL FRONTIERS

THE SCREENS THEY DIDN'T WANT YOU TO SEE.

FINAL FRONTIERS

Final Frontiers is is a collectors item amongst computer games supplements.

For the first time ever we are revealing the secrets of those elusive final screens. I warn you now if you want to have the satisfaction of getting to the final screens yourself then chuck this supplement on the fire right away.

If however, you are too bored with these games to persevere with them until you reach the end then now is the chance to satisfy your curiosity.

We have put together some of the most infuriating games ever created including four Amiga games.

As well as the pictures themselves we are including two sections with each game entitled ***'CHEAT'*** **or** ***'BLUFF'***.

The cheat may be a useful poke or helpful hint. But if you can't be bothered with playing the games themselves then just use our ever-so-handy pre-written line of bluff. Drop one of these in when the conversation gets round to talking about clocking games and see your friends become impressed. Yes, you too can be popular, have your opinions sought out and mulled over with the one and only Final Frontiers.

CLOCK ON TO THE CU PLAY TO WIN TEAM

If the cheats and bluffs of **Final Frontiers** are beneath you then you'd be just the person we are looking for. We want to hear from tip top gamers who are so hot that they can clock anything with their hands tied behind their backs, blindfolded, and standing in a force ten gale.

There are CU free games, and hard cash to be payed to the people that we think are good enough to join the CU Play to Win team. All you have to do is drop us a line stating which computer you own (having a disk drive would help), what your favourite games are, list the games you have cracked and tell us why you think you would make a good CU 'clocker'. Don't forget to tell us your age, full address and telephone number.

☐ EDITED BY: **Eugene Lacey** ☐ THANKS TO: **Gary Penn, Mark Patterson, Veople, Andrew Wright & Gary Liddon** ☐ DESIGN & ARTWORK: **Graphic Impressions**

CONTENTS

4 V

5 Impossible Mission

6 Uridium

8 Delta

10 Dan Dare

11 Star Quake

12 Rambo

13 Exelon

14 Barbarian

16 Marble Madness

17 Defender of the Crown

18 Sacred Armour of Antiriad

20 The Last Ninja

23 Eidolon

V

CHEAT

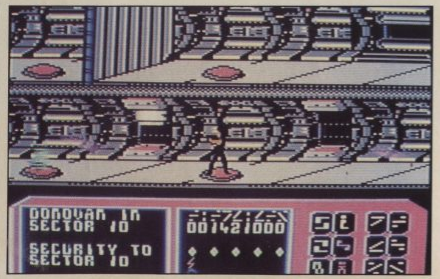
More a set of useful hints than cheats. The code for the Air Plant is key 1 followed by Key 2. The formulas are in the following labs: —

Plane	Lab Location
4	5,6
3	15,4
2	5,5
1	15,2
0	15,4

In base 6 each digit in the 2nd column represents 6 and the highest value in the column is 5. In the first column each digit represents 1 but again the highest value is 5, so the highest number is 55 which represents 35 in base 10, (*6) + (5*1), e.g. 9 in base 10 is 13 in base 6, (1*6) + (3*1). Got it.

OR BLUFF

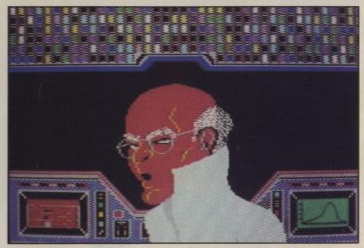
''I felt a bit sad when the Lizard ship finally took off. I don't know what it was, I got a bit attached to them I suppose. It's impressive to see though — if you can clock the game. The big alien ship whirrs and moves off screen as a message from Diana comes up on screen saying ''Farewell Donovan: We will meet again: Diana''.



IMPOSSIBLE MISSION

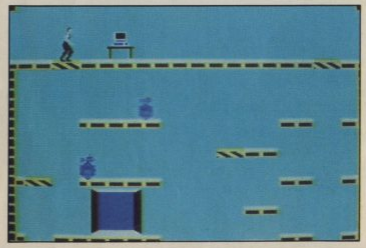
CHEAT

No pokes available for this one I am afraid — so you will just have to remember these golden rules of **Impossible Mission** play. Practice jumping until you can get it pixel perfect. Only then will you have a realistic chance of playing your way through to the end of the game. One of the penultimate challenges is to assemble the various jig saw pieces of pictures — Krypton Factor-style. This is an intellectual challenge — so make sure you are not exhausted when you attempt it — otherwise you may be so frustrated that you won't want to have a second go.



OR BLUFF

This is the screen 'they' didn't want you to see. Why — because it's so darned difficult. We recomend the following bluff if you need to impress. ''I've clocked loads of games. I don't know what it is about me I just seem to get the bit between my teeth and I just can't stop till I get there. I blame it all on **Impossible Mission** — it was my first. That final screen was just so good with the mad prof glaring at you over his shoulder. I really felt as if I'd beaten the so and so — it's just brilliant''.



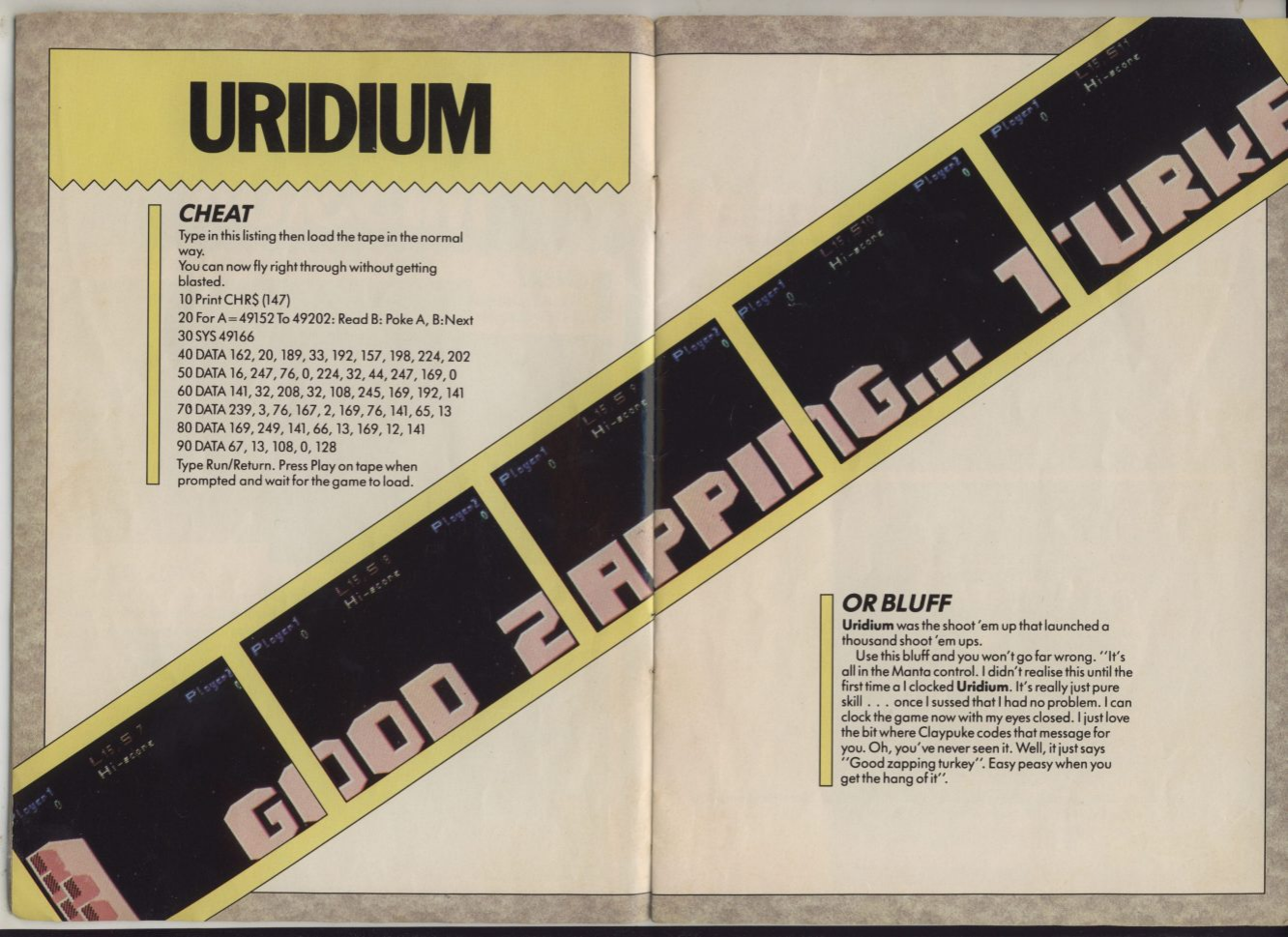
URIDIUM

CHEAT

Type in this listing then load the tape in the normal way.
You can now fly right through without getting blasted.

```
10 Print CHR$ (147)
20 For A=49152 To 49202: Read B: Poke A, B:Next
30 SYS 49166
40 DATA 162, 20, 189, 33, 192, 157, 198, 224, 202
50 DATA 16, 247, 76, 0, 224, 32, 44, 247, 169, 0
60 DATA 141, 32, 208, 32, 108, 245, 169, 192, 141
70 DATA 239, 3, 76, 167, 2, 169, 76, 141, 65, 13
80 DATA 169, 249, 141, 66, 13, 169, 12, 141
90 DATA 67, 13, 108, 0, 128
```

Type Run/Return. Press Play on tape when prompted and wait for the game to load.



OR BLUFF

Uridium was the shoot 'em up that launched a thousand shoot 'em ups.

Use this bluff and you won't go far wrong. "It's all in the Manta control. I didn't realise this until the first time a I clocked **Uridium**. It's really just pure skill . . . once I sussed that I had no problem. I can clock the game now with my eyes closed. I just love the bit where Claypuke codes that message for you. Oh, you've never seen it. Well, it just says "Good zapping turkey". Easy peasy when you get the hang of it".

DELTA

CHEAT

You have to poke it. It's the only way. A bit on the long side but this couldn't be helped — so make sure you check it well.

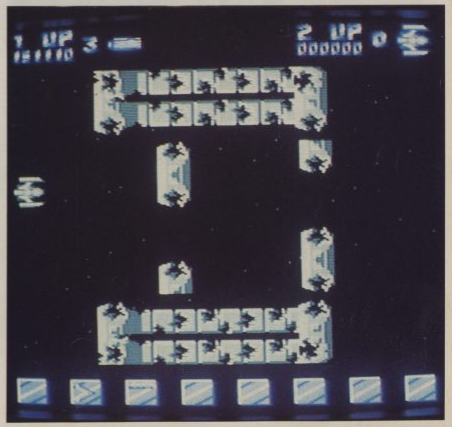
Here is a superb listing which gives you infinite men, it had to be fairly long to keep up with the protection. Type it in and save it to tape. Now type RUN (return) and follow the onscreen instructions.

```
10 REM FORTNOX BY HACKER ANDY GRIFO.
20 FOR A = 16384 TO 16553: READ B: POKE A, B: NEXT
30 PRINT CHR$ (147) "PRESS A KEY TO RESET, THEN TYPE SYS 16384 (return)"
40 GET K$: IF K$ = "" THEN 40
50 SYS 64738
60 DATA 32, 44, 247, 169, 16, 141, 205, 3
70 DATA 169, 64, 141, 206, 3, 32, 108, 245
80 DATA 169, 208, 141, 205, 3, 169, 3, 141
90 DATA 206, 3, 169, 39, 141, 237, 2, 169
100 DATA 64, 141, 238, 2, 76, 204, 3, 169
110 DATA 96, 141, 82, 237, 32, 0, 237, 169
120 DATA 76, 141, 82, 237, 162, 6, 189, 163
130 DATA 64, 157, 22, 7, 202, 208, 247, 162
140 DATA 87, 189, 76, 64, 157, 208, 205, 202
150 DATA 208, 247, 76, 226, 204, 173, 229, 2
160 DATA 201, 192, 240, 7, 201, 9, 240, 3
170 DATA 76, 93, 206, 162, 28, 189, 236, 205
180 DATA 157, 202, 2, 202, 208, 247, 76, 93
190 DATA 206, 76, 228, 2, 234, 169, 173, 141
200 DATA 54, 9, 169, 141, 141, 55, 9, 169
210 DATA 218, 141, 56, 9, 169, 61, 141, 57
220 DATA 9, 96, 76, 9, 206, 169, 22, 141
230 DATA 36, 191, 169, 206, 141, 37, 191, 76
240 DATA 192, 190, 169, 32, 141, 139, 8, 169
250 DATA 207, 141, 140, 8, 169, 2, 141, 141
260 DATA 8, 76, 16, 8, 7, 18, 9, 6, 15, 33
```

Important note: when game is loading you can't play with the music, also when game has loaded the screen will go black, the game will appear in 15 seconds.

OR BLUFF

Pretend not to hear a comment that a friend may ask you and then when they repeat say "Oh, I'm sorry, I'm a bit tired today. I was up half the night clocking **Delta**. The final screen is not exactly riveting but there is a brilliant musical bonus. You get an extra piece of Hubbard music which is not featured anywhere else in the game. It's one of the best pieces of music I've heard. I'm thinking about recording it and putting it on the Walkman next time I clock it."



DAN DARE

CHEAT

The complex is not terribly difficult to map. You should be able to find your way around from memory once you have played it a bit. The secret is to become expert at Treen-bashing — so that you can get to the final encounter with the Mekon as quickly as possible. At this point time becomes of the essence. Lob your seven grenades at his protective glass bubble and then make good your escape. We have shown the encounter with the Mekon rather than the simple end game sequence as we feel that this is the games natural conclusion.

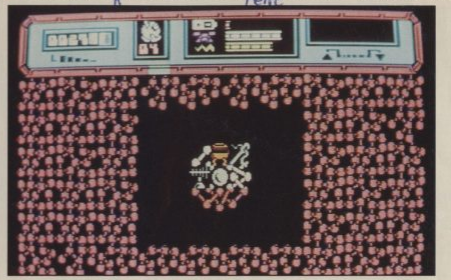
OR BLUFF

Virgin's tough but brilliant comic conversion is a corker of a game to tell your mates you've clocked, here's how we suggest you do it, with a touch of eloquence and authenticity (i.e. so you're not caught out) "I wasn't disappointed when I first saw the Mekon were you?.. Oh you probably wouldn't know would you? To make it more of a challenge I often wait till the timer has counted down for ten minutes then start".

STAR QUAKE

CHEAT

You have to know the teleport codes. So here they are — don't lose them. Chasm, Astra, Sigma, Hylis, Cappa, Semur, Malis, Meter, Xenon, Cosin, Plasm, Optic, Polar, Z.A.P.



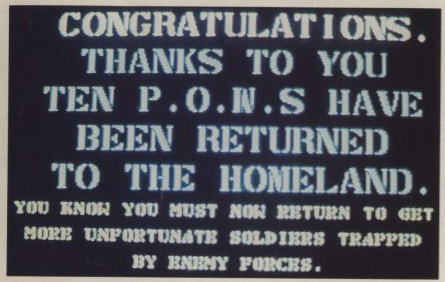
OR BLUFF

Pretend to be annoyed and say "I'm really hacked off with computer games. I was playing Star Quake last night. It took me hours to clock it and then it comes up with this message on the final screen. — "THE CORE'S COMPLETE BUT HOW ARE YOU GONNA GET HOME WHEN ONLY A THTUPID LOONY WOULD WANDER THIS FAR OUT IN THE GALAXY". I mean I felt really insulted — well wouldn't you if you had just clocked the game?"

RAMBO

CHEAT

Dead easy this one thanks to a rather convenient bug. All you have to do is plug a second joystick into port one and push it forward while pulling back on the other joystick.

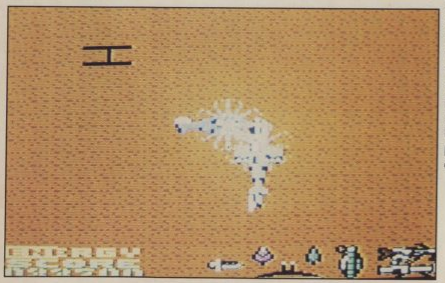


This will enable you to whizz through the game avoiding the enemy defences.

This is for the third and final level of the game after the message has appeared "Your presence has been relayed to enemy HQ — a gunship is now on course and in pursuit".

OR BLUFF

"I thought I was never going to rescue those POW's in **Rambo.** That enemy gunship that they send out after you is a mean so-and-so. It took all of my gaming skill to defeat it. Made me feel good at the end though, you know, the final screen where it comes up with that message that thanks to you the prisoners have been returned to the homeland. Brought a patriotic tear to my eye it did".



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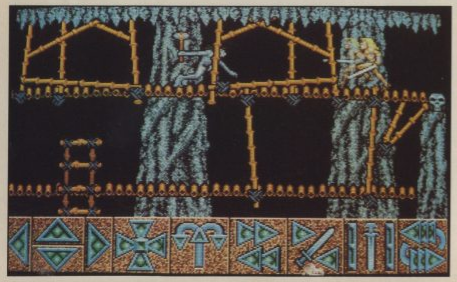
BARBARIAN

CHEAT

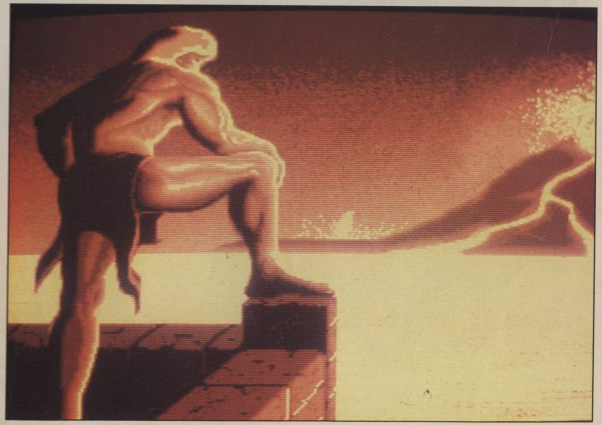
Try this Amiga poke for indestructable Hegors. Load the game then press O on the main keyboard, then 4 and then the minus sign, then press O again, now press 8 and the minus sign again, then, finally, press 5 and then 9 and away you go.

OR BLUFF

Arguably the most stunning final screen ever dreamt up by a programmer. Try this bluff for size. "I clocked Barbarian last night. Took me till about four in the morning but I was determined to get there. Boy you should see that final screen — it sure was worth waiting for. The barbarian rests on one knee looking out across a molten lake. At the far side of the lake you can see a volcanoe just about to blow and the whole screen is glowing gold and brown. It's just fantastic."



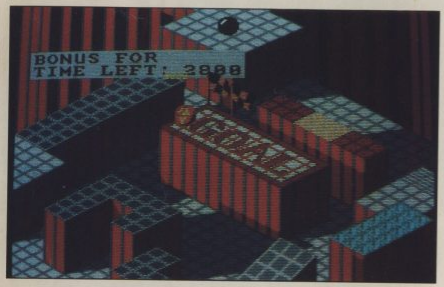
YOU HAVE DESTOYED NECRON
AND HIS EVIL KINGDOM
YOU HAVE WON THE RIGHT
TO RULE THE KINGDOM
YOUR SCORING TIME IS 00:20:04
(LOWER TIMES ARE HIGHER SCORES)



MARBLE MADNESS

CHEAT

Not easy in **Marble Madness** as the game is one of pure skill. The thing to do is to concentrate on control until you are one hundred per cent confident. Then go for the map.



To find the secret Water Level follow these instructions: on level one jump off the ledge leading to the goal, on the left hand side, you will receive a jump bonus and, if you can find the secret place to wait on that side, you will then be transported to the secret level.

OR BLUFF

"I just whizz through **Marble Madness** now — it takes me about ten minutes on average. You ought to persevere though — the final screen is pretty cool — you get "Goal" written on the tiles in the centre of the screen with two flags flying to mark your achievement — I was quite impressed the Secret Water level.

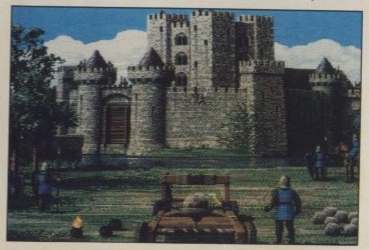
DEFENDER OF THE CROWN

CHEAT

The secret is to arrive at the final sequences of the game with your army as intact as possible. You will need as many soldiers as possible to overcome the final defences of the castle.

OR BLUFF

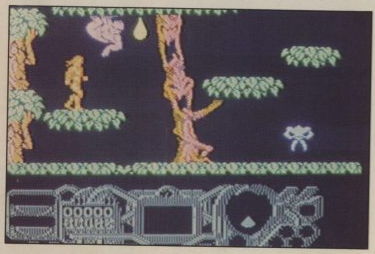
"Yeah, it's a brilliant final screen — just like in the movies. The words "The End" come up on screen against a background of English countryside, viewed from the castle ramparts with a village in the foreground and rolling hills behind. Course I've seen it — I've clocked the game I told you".



SACRED ARMOUR OF ANTIRIAD

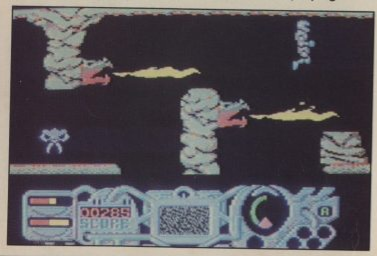
CHEAT

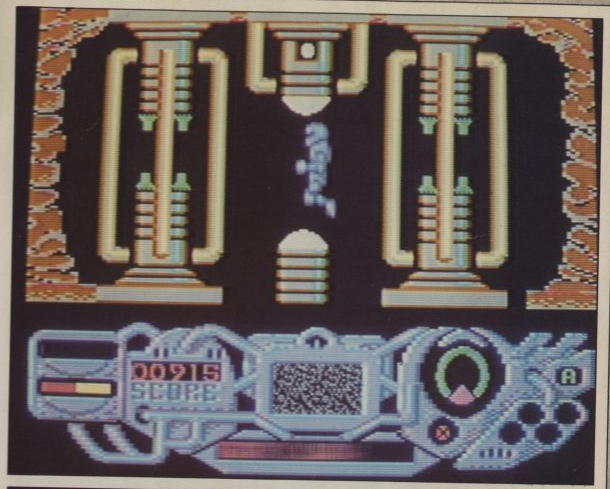
Firstly you need a map. This shouldn't take you too long as the game has only seventy screens and moving from one to another is not impossibly difficult. You will need to get the four parts of the armour before you can complete the game. You must develop sufficient skill at flying and shooting to enable you to keep one eye on the energy level and one eye on the screen. Some of the nasties will drain your energy quicker than others so you have to be able to identify them all — so that you know when to scarper and when to stand and fight.

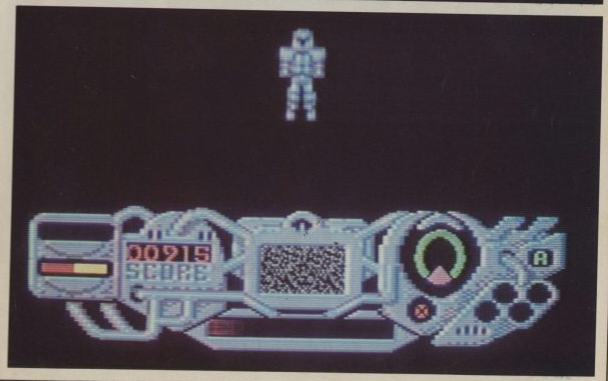


OR BLUFF

This ought to sicken 'em. "That Palace game, what's it called, Secret Armour, no, **Sacred Armour of Antiriad** — that's it. Well I was playing it the other day — I clocked it in fact, and it's got the most amazing final screen. A real treat — the warrior goes into the generator and is then teleported — it's really good".



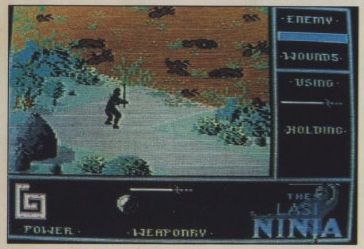




THE LAST NINJA

CHEAT

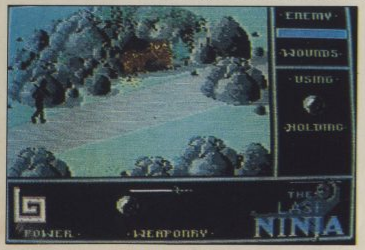
Remember these hints for the six levels of the game. In the *Wilderness* the swamp is the toughest obstacle. Cross it in five long jumps, starting from the bit of wood on the first screen going W to E. In the *Wastelands* you will need to be expert at fighting — master the Staff as well as the sword — save the Shurikens for really tough enemies. In the *Palace Gardens* collect the following items in this order — Amulet, Apple, Rose, now find the Buddha and give him the Amulet. In the Lower Palace you must have your weapon put away to pass the statue. You will need the sleeping potion in the *Inner Sanctum* to get past the dog — put your weapon away and fire the gas at him as if you were using gas bombs.

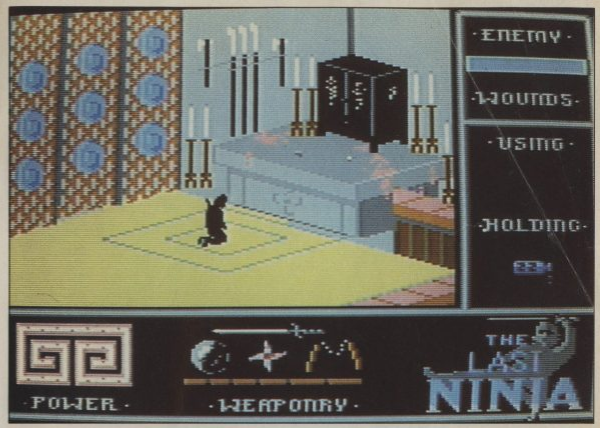


OR BLUFF

The Last Ninja is the best arcade adventure launched this year. Clocking it is therefore something well worth showing off about. If you haven't got the time to do so for yourself, see how far you get with this bluff.

"I've played some beat 'em ups in my time but that Shogun at the end of Last Ninja takes some beating. I thought he was going to have me — as he took a life off me in our final scrap. I just kept whacking away with my sword though, and decked him in the end. It felt so good picking up those scrolls and clocking the game after that showdown. Pleased as punch I was."





EXELON

CHEAT

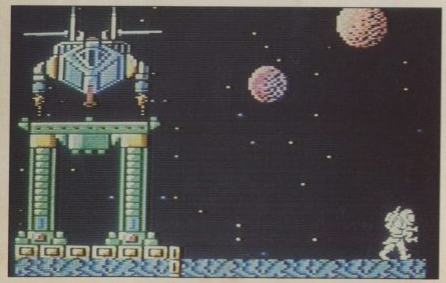
Thanks to Mark Cater of Gladstone Park, London, for this cheat.

Press corresponding key for 'F' redefine keys and type: Z O R B A

You will now have infinite lives.

OR BLUFF

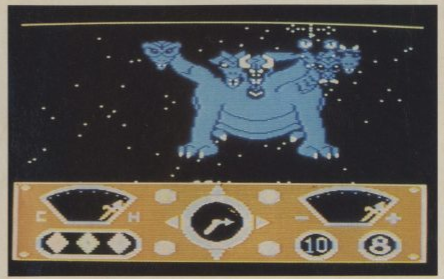
Some of the best and toughest shoot 'em ups come from the Hewson stable. Boasting about clocking them will therefore annoy the hell out of your friends. Try this, "I flew to the final screen of Exolon last night. Gives you a nice little pat on the back when you clock it too. Tells you that you have proven your combat abilities to the full. I was well pleased with that. I couldn't help thinking — you're right mate, I have".

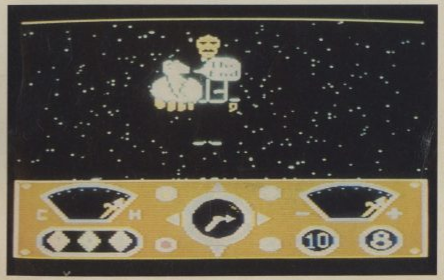


EIDOLON

CHEAT

Pokes will help if you can get one. More essential is a map. So sit down with graph paper and start charting the levels of the game. You must be proficient at killing dragons before you even attempt to beat the **Eidolon.** The dragon you encounter at the end of the eighth level is the strongest adversary in the game. It is a combination of the seven heads of the other dragons. Each head has to be dispatched seperately — so you will need a quick finger on the trigger and space bar.



OR BLUFF

Just keep going on about blasting the seven headed dragon and you'll make your friends go green with envy — especially if they haven't got this far themselves, let alone destroyed it. Try this bluff. "I clocked **Eidolon** last night. I was quite surprised actually, it was just a little bit tougher than I thought it would be. The seven headed dragon made me sweat the most. I didn't realise that you had to blast the seven heads — took a bit of doing I can tell you. Worth it though — to see that little old man with a baby dinosaur in his hands on the final screen".